

GAME BOY ADVANCE

NICKELODEON

The  
**WILD**  
Thornberrys™

AGB-AWTE-USA

Chimp Chase

Instruction Booklet

THQ

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Game and Software © 2001 THQ Inc. © 2001 Viacom International Inc. All rights reserved. Nickelodeon, The Wild Thornberrys and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc. © National Wildlife Federation, 2001. TM and ® designate trademarks of the National Wildlife Federation and are used under license by MTV Networks. Exclusively published by THQ Inc. Helixe, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# Contents

<b>Wild Adventure</b> .....	<b>2</b>
<b>Set Up</b> .....	<b>3</b>
<b>Game Controls</b> .....	<b>4</b>
<b>Main Menu</b> .....	<b>5</b>
<b>World Map</b> .....	<b>5</b>
<b>Playing a Game</b> .....	<b>6</b>
<b>Pausing the Game</b> .....	<b>7</b>
<b>The Continents</b> .....	<b>8</b>
<b>South America</b> .....	<b>8</b>
<b>Jungle 1</b> .....	<b>8</b>
<b>Jungle 2</b> .....	<b>9</b>
<b>Spooky Temple</b> .....	<b>11</b>
<b>Africa</b> .....	<b>12</b>
<b>Plains 1</b> .....	<b>12</b>
<b>Plains 2</b> .....	<b>14</b>
<b>Plains 3</b> .....	<b>16</b>
<b>The Arctic Circle</b> .....	<b>17</b>
<b>Arctic 1</b> .....	<b>17</b>
<b>Arctic 2</b> .....	<b>18</b>
<b>Arctic 3</b> .....	<b>19</b>
<b>Australia</b> .....	<b>20</b>
<b>Outback 1</b> .....	<b>20</b>
<b>Outback 2</b> .....	<b>21</b>
<b>Outback 3</b> .....	<b>22</b>
<b>Limited Warranty</b> ..	<b>30</b>

# Wild Adventure

Ride along with the Thornberry family as they travel the globe on their greatest adventure yet!

Darwin is in serious danger when two notorious poachers, Kip and Biederman, kidnap him as part of their greedy plot to put together a new zoo for their own personal profit. Now Eliza and her family must track down the



## Set up

slippery duo, rescue Darwin and stop Kip and Biederman before they can snatch even more exotic animals to recruit into their zoo!

The Thornberrys have to find a way to free Darwin and the other animals. Eliza helps by using her secret gift to gather information from the animals who've witnessed Darwin's capture, but she needs you to guide her past the dangers that lurk on each continent.

Are you up to the task?

Can you help the Thornberrys find Darwin and the others? Get ready for adventure!

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *The Wild Thornberrys™ Chimp Chase* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

# Game Controls

Button	Action
A Button	Accept/View Talk Screens/ Jump/Start
B Button	Go Back/Throw/ Map Screen/Whistle
Left Control Pad	Left
Right Control Pad	Right
Up Control Pad	Climb up
Down Control Pad	Climb down/Crouch



# Main Menu

## New Game

Aieeee! Yeh-yeh-yeh-yeh-yeh!

Start a brand new Wild Thornberrys adventure. Go to the world map and see what exotic places await you!

## Password

Once you've completed a level, a special password will be given to you. Use it when you re-start the game so you can jump in where you left off!

MAIN MENU  
NEW GAME  
PASSWORD  
OPTIONS

## Options

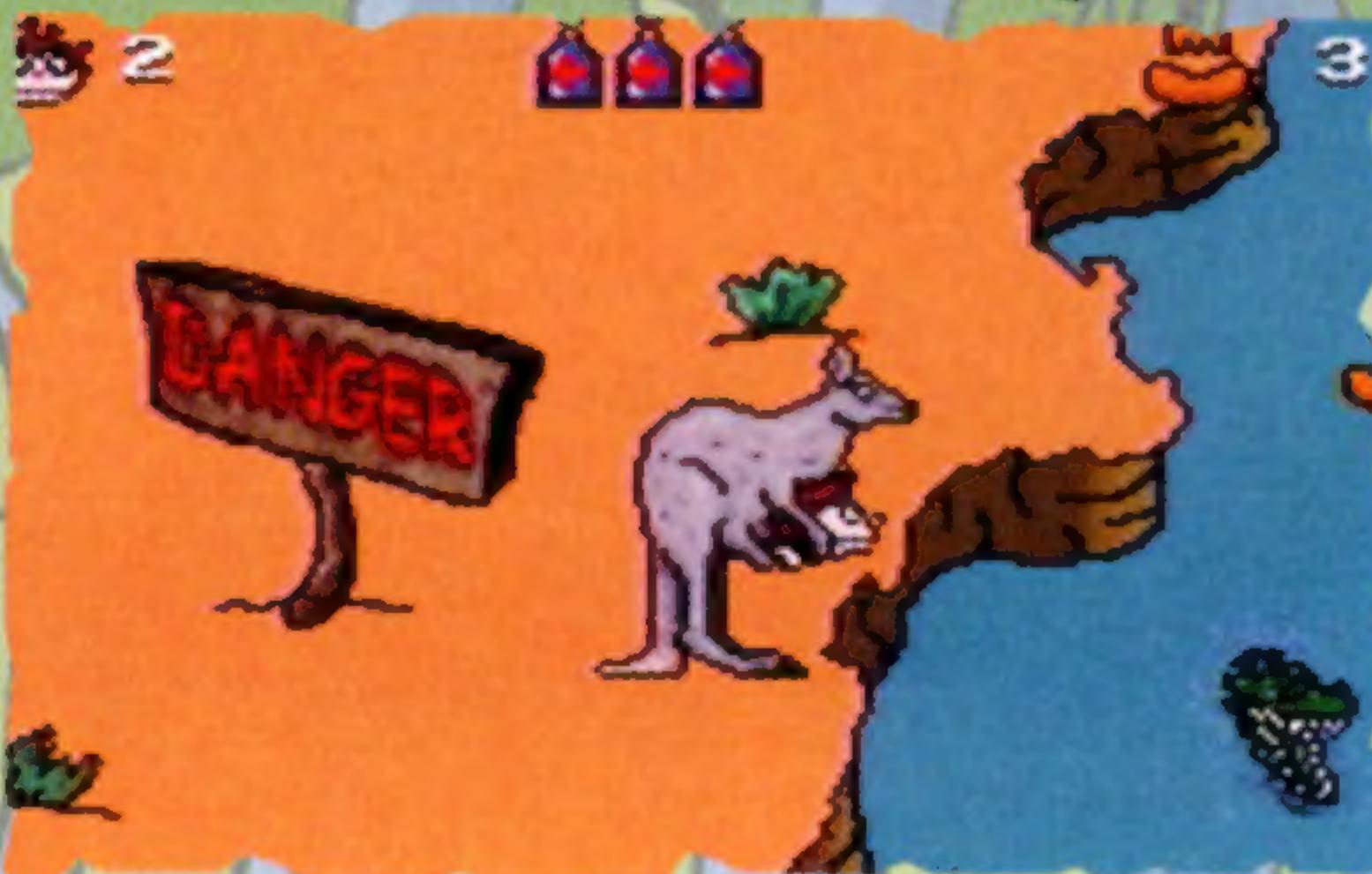
Here's where you should go if you want to adjust the volume of your music or sound effects.

## World Map

Press START to begin your journey down in South America.

Complete all of the levels in this continent to see where you will travel to next.

# Playing a Game



## Game Screen

Check the top of the screen often for vital information pertaining to the level.

## Health

Health Bottles represent your health meter. When a character takes damage, a bottle will disappear. You can collect small health bottles to increase your health meter by one bottle, and large health bottles to increase your health meter to five health bottles. When there are no more health bottles, you will have to use a continue. When you are out of continues, the game is over.

## Score

Darwin loves his Cheese Munchies. Collect as many as you can to improve your score and increase your number of continues.



Paused

START

B

Game

B

Main menu

Pausing the Game

Press START at any  
time to pause  
the game

# The Continents

## LEVEL 1



### South America: Jungle 1

Darwin is busily climbing trees and swinging from vines in search of Cheese Munchies, completely unaware of the danger that awaits him!

#### Dangers

- Tree snakes
- Bush snakes
- Black panther
- Swinging vines—don't fall off!!!

#### Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

Press Up or Down on the Control Pad to climb trees



## South America: Jungle 2

Eliza searches for Darwin by tracing his steps and getting clues from the animals she meets along the way. Of course, she finds the Cheese Munchies he left behind and gathers up as many as she can. It's a good thing Eliza's mom, Marianne, gave her some fruit to use to distract anything that gets in her way.

## Dangers

- Tree snakes
- Bush snakes
- Black panther
- Swinging Vines
- Monkeys throwing nuts—try to hit them first!

## Controls

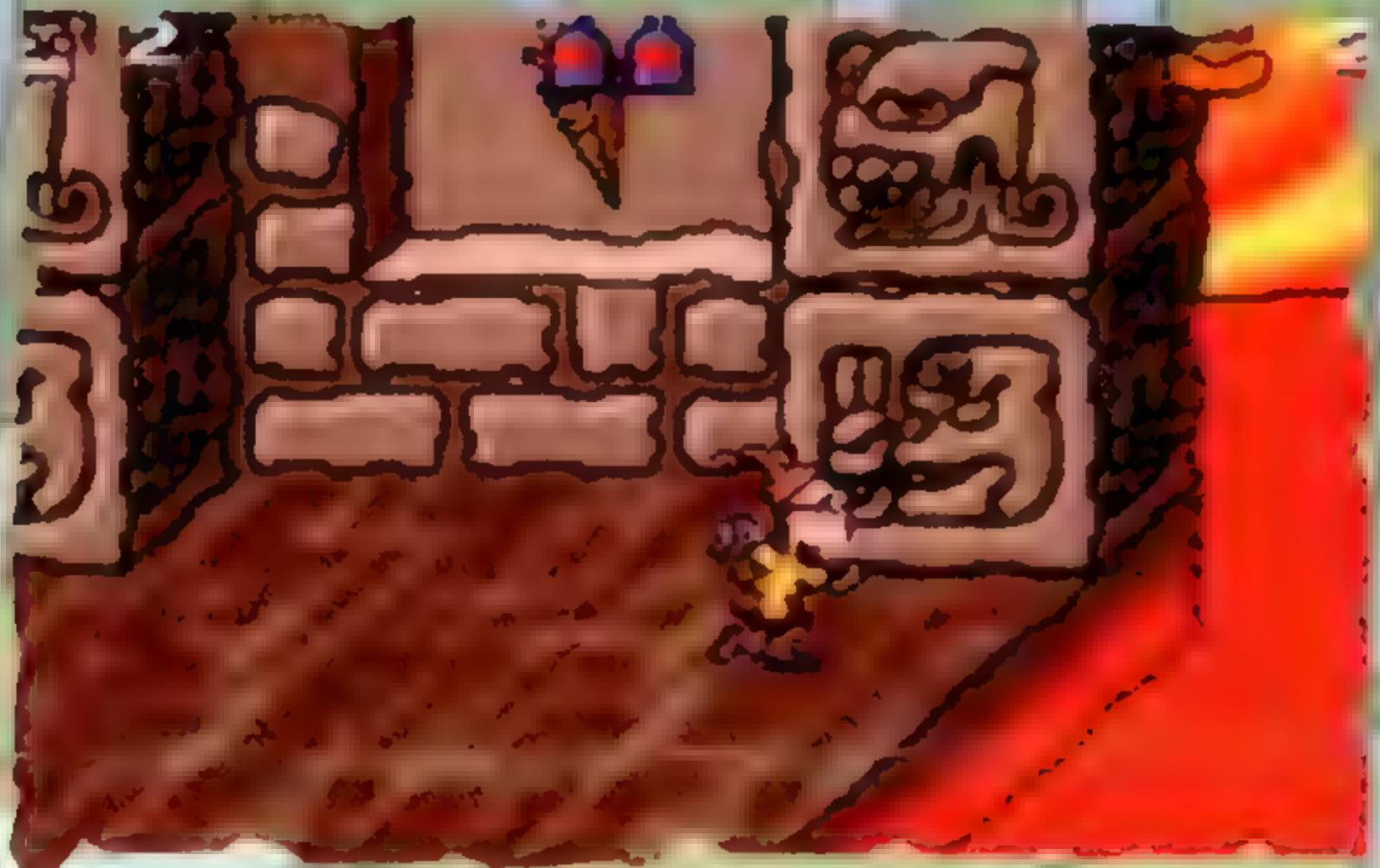
Press Left or Right on the Control Pad to move.

Press A Button to jump

Press B Button to throw fruit

Press Up or Down on the Control Pad to climb trees and vines





## South America: Spooky Temple

A jungle friend has informed Eliza that Darwin was spotted in this spooky temple. Make your way through it, taking extra care not to fall in the lava. If you don't find Darwin, hopefully you will at least find a clue as to where he has been taken.

### Dangers

- Bats
- Snakes
- Lava pits
- Swinging vines
- Fire shooters

### Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

Press Up or Down on the Control Pad to climb vines



## LEVEL II



### Dangers

- Rhino
- Buzzards
- Warthogs
- Bees
- Lions
- Flying squirrels—  
if you don't fall off of them, they  
will carry you on their backs!

### Africa; Plains

You'd better hit the ground running if you want to get away from that rhino!

Grab the Cheese Munchies, but don't stop because there is a charging rhino on the run.

## Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

Press Up on the Control Pad to climb a tree





## Africa: Plains 2

This time you get some helpful assistance from a friendly giraffe. Hopefully, you remembered to bring along your rock climbing equipment. You're gonna need it! Oh, and don't forget about the Cheese Munchies!

## Dangers

- Rhino
- Buzzards
- Warthogs
- Bees
- Lions
- Flying squirrels—hang on tight!

## Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

Press Up or Down on the Control Pad to climb a tree

Press Up, Down, Left or Right on the Control Pad to move on the rock





## Dangers

- Guards

## Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

Press Up or Down on the Control Pad to climb a tree

Press Down on the Control Pad to crouch and hide

Press B Button to whistle for the rhino.

## Africa: Plains 3

The warthog tries to warn you, but you already know how hard it will be to get past the guards. You'll have to hide in the bushes if you want to sneak by undetected. Remember to get those Cheese Munchies!

## LEVEL III



### Arctic Circle: Arctic 1

Ahhhh-Weeeee-Ooh-Wiky-Wiky-Woo!  
This time, Donnie has gotten in on the action. He loves Cheese Munchies, too! He also has fun throwing snowballs at polar bears and badgers. Watch out for those icicles, Donnie!

### Dangers

- Falling icicles
- Polar bears
- Wolverines
- Disappearing ice platforms

### Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

Press B Button to throw snowballs



### Arctic Circle: Arctic 2

Check it out! You're gliding down snow slides, picking up the Cheese Munchies and trying to navigate the enormous caverns. Keep your eyes out for any objects that might help you along your way. Be carefull!

### Dangers

- Sharp icicles
- Large caverns

### Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

Press Up, Down, Left or Right on the Control Pad to move on the rock.





### Arctic Circle: Arctic 3

You have to jump pretty high to get the Cheese Munchies—but don't slow down because there is an avalanche closing in behind you.

### Dangers

- Avalanche
- Large caverns
- Rolling snowballs

### Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

## LEVEL IV



### Australia: Outback 1

Heee-Yaaaah! A Kangaroo has been kind enough to help take Donnie deep in the outback where he can search for Darwin with Eliza. Grab those Cheese Munchies, Donnie!

### Dangers

- Dingoes
- Snapping crocodiles—only dangerous when their mouths are open!
- Water

### Controls

Press Left or Right on the Control Pad to move

Press A Button to jump





## Australia: Outback 2

Eliza is hot on the trail of Darwin. She knows he is somewhere nearby. The friendly kangaroo gives her a boomerang and some useful advice.

### Dangers

- Dingoes
- Crocodiles
- Water
- Lizards

### Controls

Press Left or Right on the Control Pad buttons to move

Press A Button to jump

Press B Button to throw the boomerang



### Australia: Outback 3

There are a lot of dingoes in this final level, but not nearly as many dingoes as there are guards. If you can get past the guards this time, you are one step closer to Kip, Biederman and Darwin. Be cautious though, for Kip and

Biederman have a new machine that sucks things up and puts them in cages. I wonder if it can be used against them?

#### Dangers

- Dingoes
- Crocodiles
- Water
- Lizards
- Guards



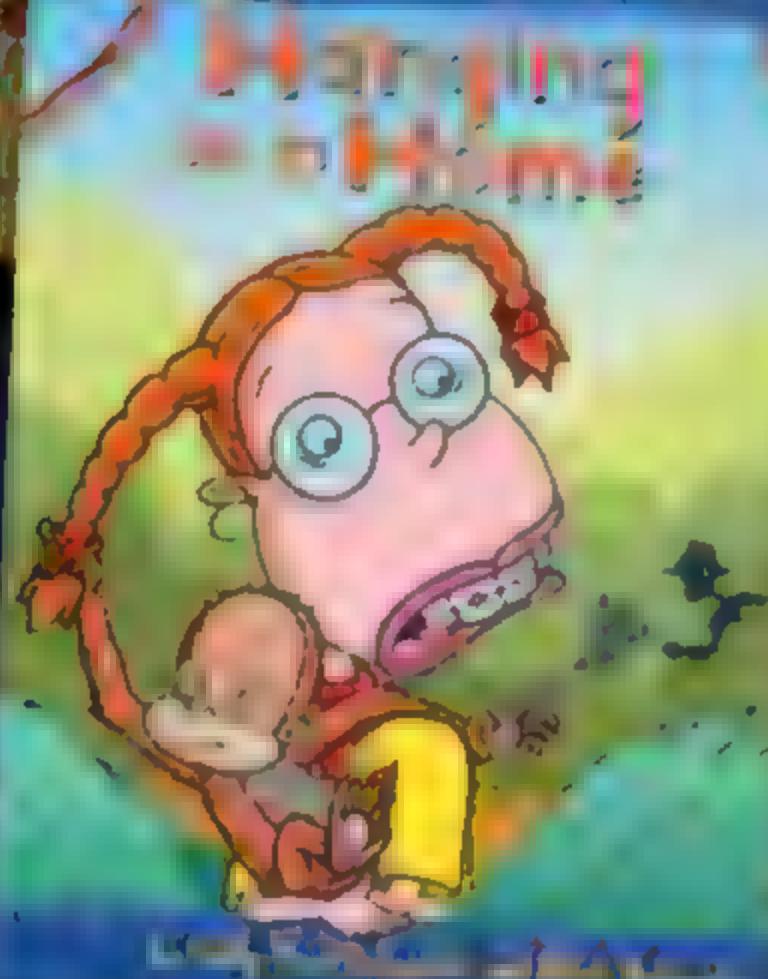
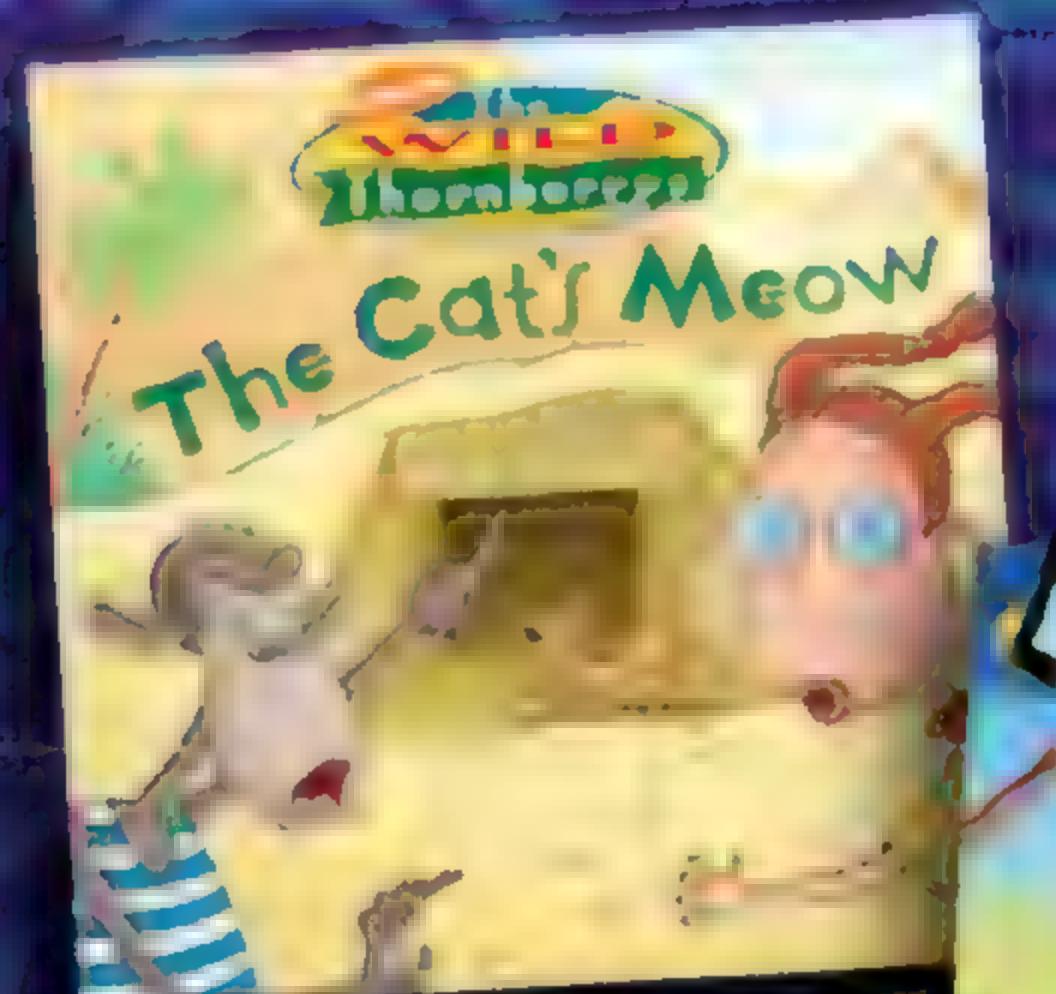
## Controls

Press Left or Right on the Control Pad to move

Press A Button to jump

Press B Button to throw the boomerang





# Reading is an adventure!



Simon Spotlight Books • Simon & Schuster Children's Publishing  
[www.SimonSaysKids.com/wildthornberrys](http://www.SimonSaysKids.com/wildthornberrys)

© 2001 Viacom International Inc. All Rights Reserved. Nickelodeon, Wild Kratts, and all related book logos and characters are trademarks of Viacom International Inc. Created by Klasky Csupo Inc.

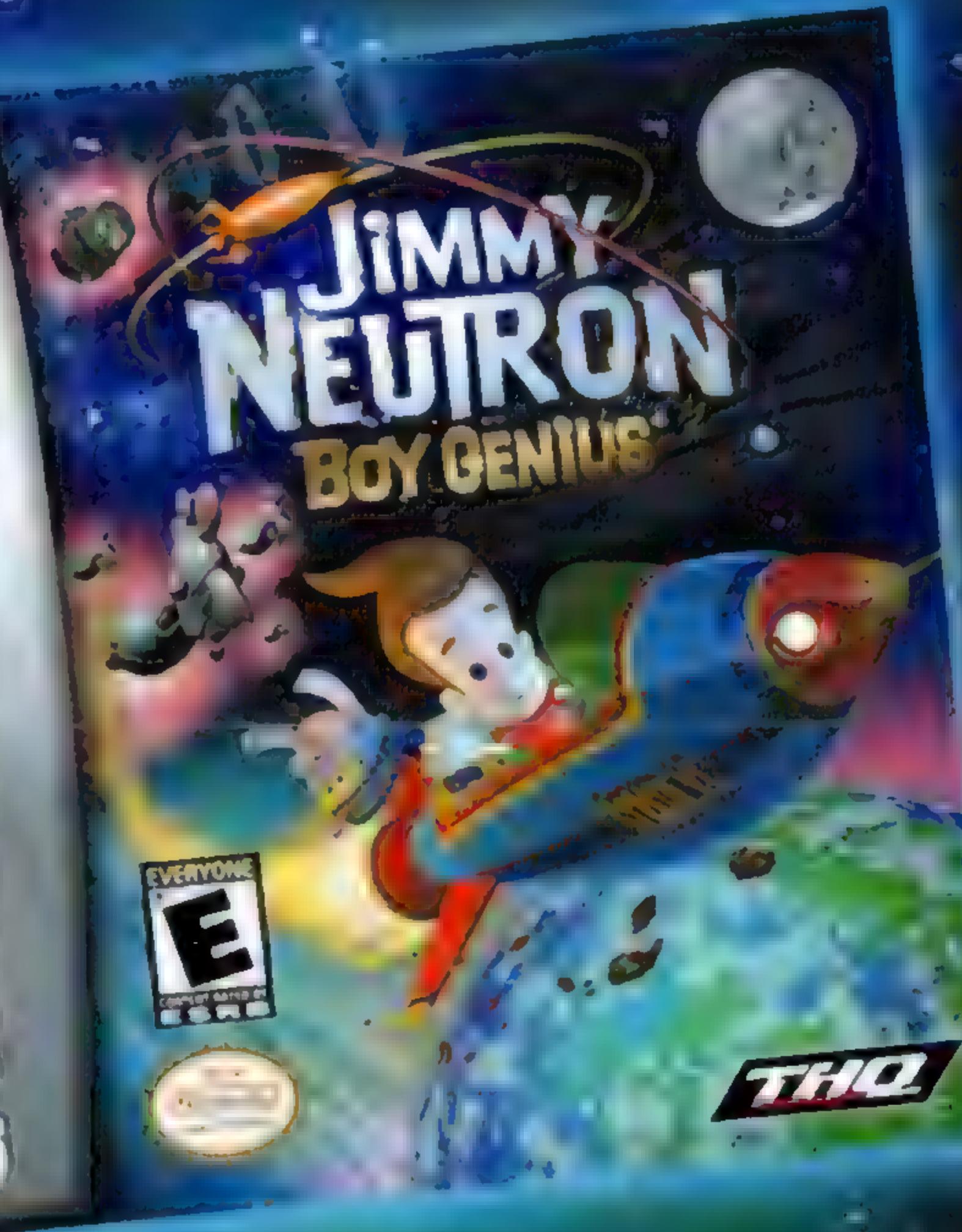


© 2002 THQ Inc. 2002 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Nickel Power, and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Kappa Cuspo Inc. Exclusively published by THQ Inc. THQ and their respective logos are trademarks and/or registered marks of THQ Inc. All rights reserved.



ONLY  
FOR

GAMEBOY ADVANCE



GOTTA  
BLAST!

© 2001 THQ Inc. © 2001 Paramount Pictures and Viacom International Inc. All rights reserved.  
Jimmy Neutron Boy Genius and all related titles, logos, and characters are trademarks and/or registered trademarks of Viacom International Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved.

THQ  
[www.thq.com](http://www.thq.com)



ONLY FOR  
ADULTS

GAME BOY ADVANCE  
GAME BOY



© 2001 THQ Inc. © 2001 Viacom International Inc. All Rights Reserved. Nickelodeon, Rugrats, and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Arlene Klasky, Gabor Csupo and Paul Germain. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.

**THQ**  
[www.thq.com](http://www.thq.com)



# eliza's Fun Facts

**Eliza** - Which cat is bigger - the leopard or the tiger?

**Tiger** - Tigers are the biggest cats in the world.

The heaviest one ever recorded for the record books weighed 1,025 pounds!



# Notes

# Limited Warranty

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer.

Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32091. Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

## To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.  
Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ.

(including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (d) the Product is used for commercial purposes (including rental); (e) the Product is modified or tampered with; (f) the Product's serial number has been altered, defaced or removed.

#### **Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

#### **Warranty Limitations**

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

#### **Warning**

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

ONLY FOR

GAME BOY ADVANCE

NICKELODEON  
**SpongeBob  
SQUAREPANTS**

**SUPER SPONGE**

SHADY  
SHOALS  
REST HOME



**THQ**

**COMING  
SOON!**



THQ INC.  
27001 AGOURA RD., SUITE 270  
CALABASAS HILLS, CA 91301

**THQ**

[www.thq.com](http://www.thq.com)

© 2001 THQ Inc. © 2001 Viacom International Inc. All rights reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg. Exclusively published by THQ Inc. THQ and the the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved.

PRINTED IN JAPAN